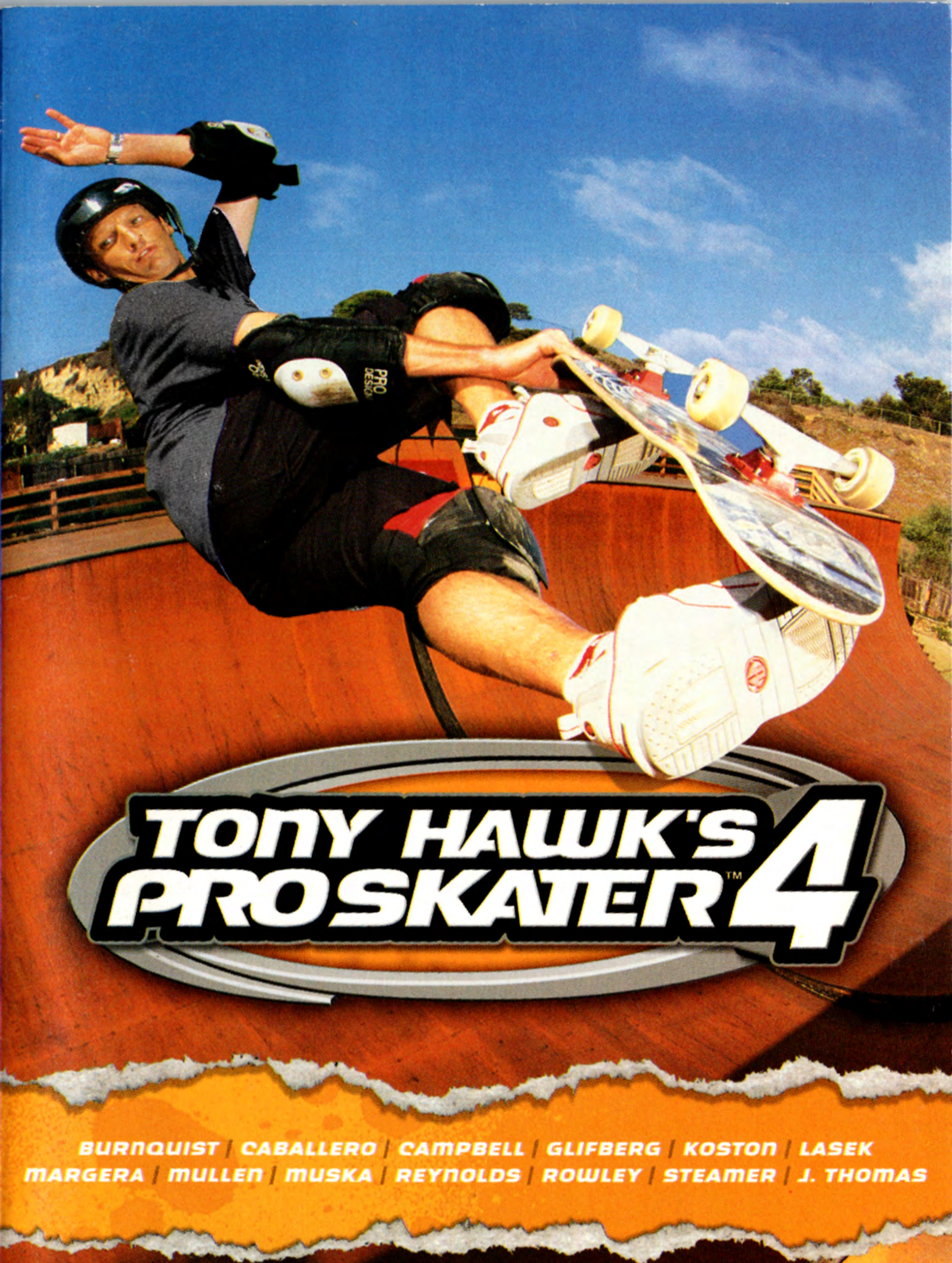

BURNQUIST | CABALLERO | CAMPBELL | GLIFBERG | KOSTON | LASEK
MARGERA | MULLEN | MUSKA | REYNOLDS | ROWLEY | STEAMER | J. THOMAS

TEEN
T
CONTENT RATED BY
ESRB

NEVERSOFT

ACTIVISION O2™
SPORTS REVOLUTION™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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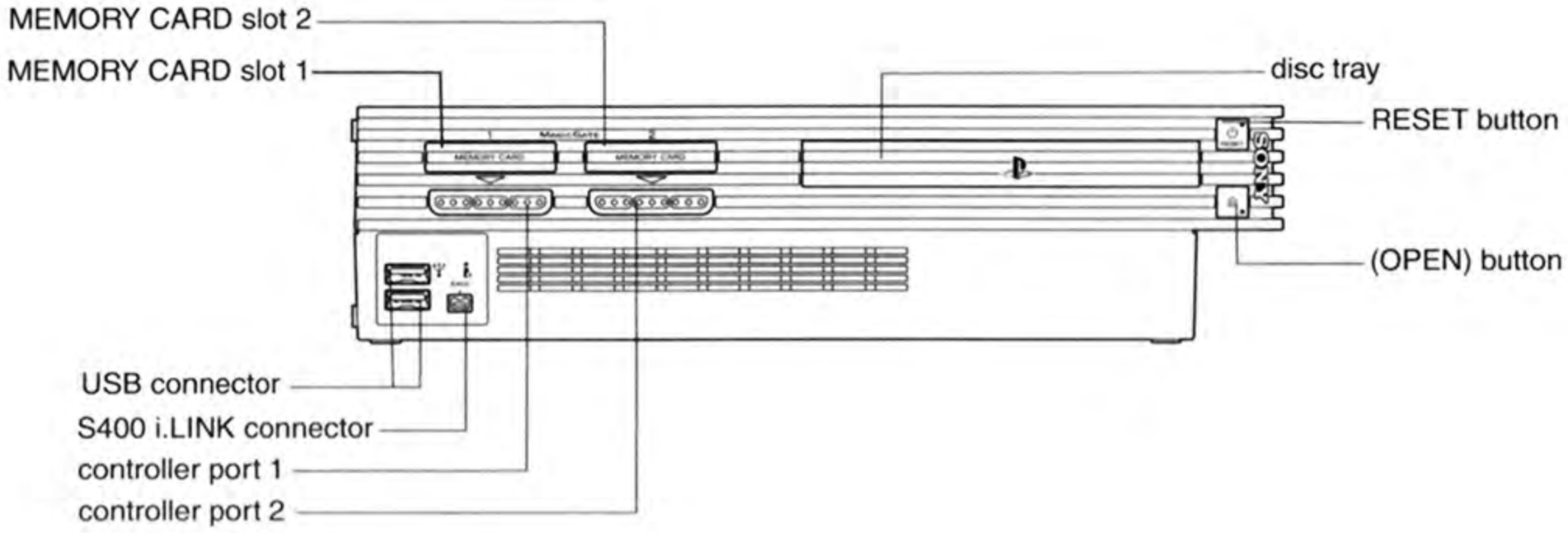
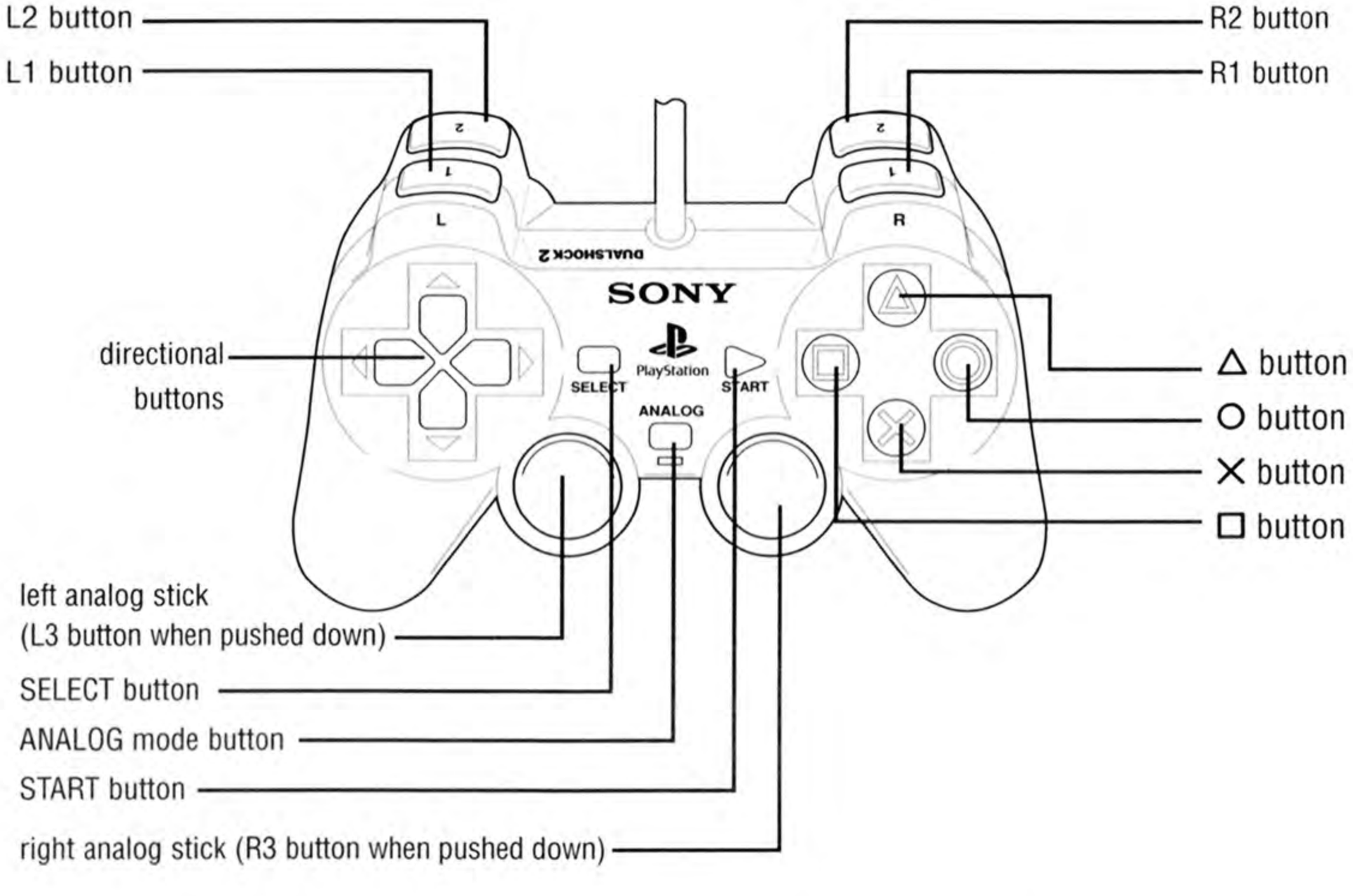
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the **RESET** button. When the power indicator lights up, press the **Open** button and the disc tray will open. Place the Tony Hawk's Pro Skater™ 4 disc on the disc tray with the label pointing up. Press the **Open** button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



To select menu options, use the directional buttons Up/Down to navigate the menu options. Highlight the desired option and press the × button to accept. To select a menu option, follow the on-screen button prompts and press the × button to accept and the △ button to go back to navigate through the menu options.

Tony Hawk's Pro Skater™ 4 supports the DUALSHOCK®2 analog controller. When the MODE INDICATOR is on, the left analog stick works the same as the directional buttons.

CONTROLLING THE SKATER

THE BASIC CONTROLS

Crouching

To make the skater crouch, press and hold the ✕ button. Crouching while skating around will give the skater more speed.

Ollie (or Jump)

To make the skater ollie (or jump), press and release the ✕ button. The ollie can also be performed at the very top of a ramp to increase the height and/or distance (depending on the type of ramp) at which the skater travels.

Grab Tricks

To make the skater perform a grab trick, the skater must first be in the air. Once in the air, press the ○ button in combination with one of the directional buttons. Each direction on the directional buttons will perform a different grab trick. The longer you hold the ○ button down during a grab trick, the longer the skater will perform that grab trick and the score will increase over the length of the grab.

Flip Tricks

To make the skater perform a flip trick, the skater must first be in the air. Once in the air, press the □ button in combination with one of the directional buttons. Each direction on the directional buttons will perform a different flip trick.

Grind Tricks

To make the skater perform a grind trick, the skater must be near a rail or a grindable surface in the level. First the skater must ollie (✕ button) and then press the △ button when near the rail/grindable surface to perform a grind.

- **50-50** = When parallel to the rail, press and hold the △ button.
- **Nosegrind** = Press ↑ on the directional buttons + the △ button.
- **5-0** = Press ↓ on the directional buttons + the △ button.
- **Boardslide/Lipslide** = Rotate the board perpendicular to the rail and press the △ button.
- **Noseslide/Tailslide** = Press ← or → on the directional buttons + the △ button. Rotate the part of the board you want to slide on into the rail.
- **Smith/Feeble** = Press ↘ or ↙ on the directional buttons + the △ button.
- **Crooked/Overcrook** = Press ↖ or ↗ on the directional buttons + the △ button.

Lip Tricks

To make the skater perform a lip trick, skate straight up a ramp or quarterpipe and press the △ button with a directional button at the lip (or top edge) of the ramp. Press ← and → on the directional buttons to balance.

Manuals

To make the skater perform a "Manual," quickly press ↑ then ↓ on the directional buttons. You can also make the skater "Nose Manual" by quickly pressing ↓ then ↑ on the directional buttons. Press ↑ and ↓ on the directional buttons during a manual to balance.

Reverts

To make a skater "Revert" when landing back down onto a ramp, press the **R2** or **L2** button right as you hit the ramp surface from coming out of an aerial maneuver.

No Comply

To make the skater perform a "No Comply," quickly tap ↑ on the directional buttons just before tapping or releasing the ✕ button.

THE ADVANCED CONTROLS

Nollie

The "Nollie" is an ollie (or jump) performed on the front of the board instead of the rear of the board. To make the skater perform a "Nollie", first press the **L2** button to get into position, then press the ✕ button.

Switch Stance

The skater will score more points when performing tricks in "switch" stance, which is the opposite of the skater's normal stance. To get into "switch" stance, press the **R2** button.

Wallrides

To make the skater perform a wallride, approach a wall at a 45 degree angle and ollie into the wall while holding down the △ button. Press the ✕ button to wallie. Tap ↑↑ and press the ✕ button to wallplant.

Boneless/Fastplants/Beanplants

To make the skater perform a "Boneless", "Fastplant" or "Beanplant" (varies between pro skaters), quickly tap ↑↑ on the directional buttons and release the ✕ button.

Spine Transfers

To make the skater transfer over a "spine" (two quarter-pipe ramps placed back to back), press the **R2** or **L2** button when launching off of one side of the "spine."

Skitching

To make the skater "skitch" (get pulled along behind a vehicle), press ↑ on the directional buttons when directly behind a vehicle. Press ← and → on the directional buttons during a "skitch" to balance the skater.

Flatland Tricks

All flat land tricks stem from the manual (↑↓, or ↓↑). Once in a manual, tapping twice on the ○ button, △ button, or □ button, or any combination of those buttons, will produce a variety of flatland tricks. You must balance the skater during the string of flatland combos using the directional buttons.

Double Tap Flips and Grabs

Press any direction on the directional buttons and tap the flip or grab button twice to bust a double or more advanced version of the base trick. These tricks score more points than their base (single tap) tricks.

Grind/Lip Branching

In the middle of a grind or lip trick, tap twice on the ○ button, △ button, or □ button—or any combination—to change your trick.

Powerslide

Press ↓ on the directional buttons while holding down the **R1** and **L1** buttons to do a quick 180°.

CONTROL TIPS

- When the skater bails, tap the controller buttons repeatedly to get up faster.
- Each skater has a different trick setup. You can configure your tricks any way you like using the in-game Edit Tricks menu.
- Special tricks have high point values. Expand your special tricks by playing through Career Mode.

SCORING TIPS

- Combine grab and flip tricks while catching air for higher scores.
- You can continue your combo moves using Reverts and Manuals. Manuals will keep your combo going across flatland ground sections. Reverts will keep your combo going from big air tricks off of ramps.
- During a run (unless in Free Skate Mode), every time you repeat a trick, that trick's point value will decrease. To get a high score, you're going to have to think about your "line" and mix up the tricks that you perform.
- Switch tricks are worth more and devalue separately from your regular tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.

- Spinning (540, 720) while in the air performing tricks will net bigger scores. Press **L1** and **R1** buttons to spin around faster.
- Every trick in a combo adds to your score multiplier.
- Nollie tricks score more points than regular ollie tricks.
- Trick across gaps (the blue text transfers) to maximize your combos.
- Explore the hidden combos to find new tricks.
- You can combo every type of trick—lip tricks, manuals, vert tricks, grinds, etc. and use Revert to link them all together. New to Tony Hawk's Pro Skater™ 4 are spine transfers and skitching...and you can link those in your combos too!

THE SPECIAL METER AND SPECIAL TRICKS

As you score points in *Tony Hawk's Pro Skater™ 4*, your Special Meter (the meter in the top left of the screen) will fill up. When the meter is glowing yellow, you will be able to perform special tricks that you normally cannot perform. The Special Meter increases as you perform tricks, so you will be able to bust some special tricks in the middle of your first combo.

Special tricks are performed using multiple direction presses on the directional buttons with the corresponding face button. Try playing through Career Mode to earn more special tricks.

CAMERA CONTROL

You can use the right analog stick to move the camera and check out what's around you when you're skating. If you find an angle you really like, you can push down on the right analog stick (the R3 button) and lock the camera into place. Pressing the right analog stick down again will release the camera back to the default position. Alternately, pressing the SELECT button will switch between different camera positions. Continue pressing the SELECT button to return to the default camera position.

THE SKATE SHOP

The Skate Shop, or the Main Menu of Tony Hawk's Pro Skater™ 4, allows for you to select from all the different game modes in Tony Hawk's Pro Skater™ 4. Pressing ↑ and ↓ on the directional buttons will move the cursor to the desired menu option. Press the ✕ button to select the menu option highlighted.

THE MODES OF PLAY

CAREER MODE

This mode requires the skater to complete multiple objectives within each level to advance to the next. This mode will allow you to increase your stats, earn new special tricks, collect some cash, gain pro points, unlock new levels, and eventually take on the ultimate pro challenges.

SINGLE SESSION

Choose a level and try to do your best skating within a two-minute session. You can set high scores and new records in this mode. The College is open for skating right from the start. In order to choose alternate levels, you must play through Career Mode to earn access to them.

FREE SKATE

Choose a level and skate as long as you want to. Practice your lines, hit your tricks over and over again, and master the levels prior to trying to set some records in Single Session.

2-PLAYER

If you and a friend are ready to go head-to-head, then you've come to right place. This mode contains many different 2-Player games. Note: In order to select 2-Player mode from the Main Menu, two controllers must be plugged into the PlayStation®2.

NETWORK PLAY

Are you connected to the Internet or a Local Area Network (LAN)? If so, then get ready to battle it out in up to 8-player games against players all over the world! Please read the section on Network Play to learn more about how to get Tony Hawk's Pro Skater™ 4 connected to the Internet.

CREATE-A-SKATER

If you want to be creative, you should try making your own skater. Create-A-Skater allows you to start from scratch and create your very own skater to play with in any mode of Tony Hawk's Pro Skater™ 4.

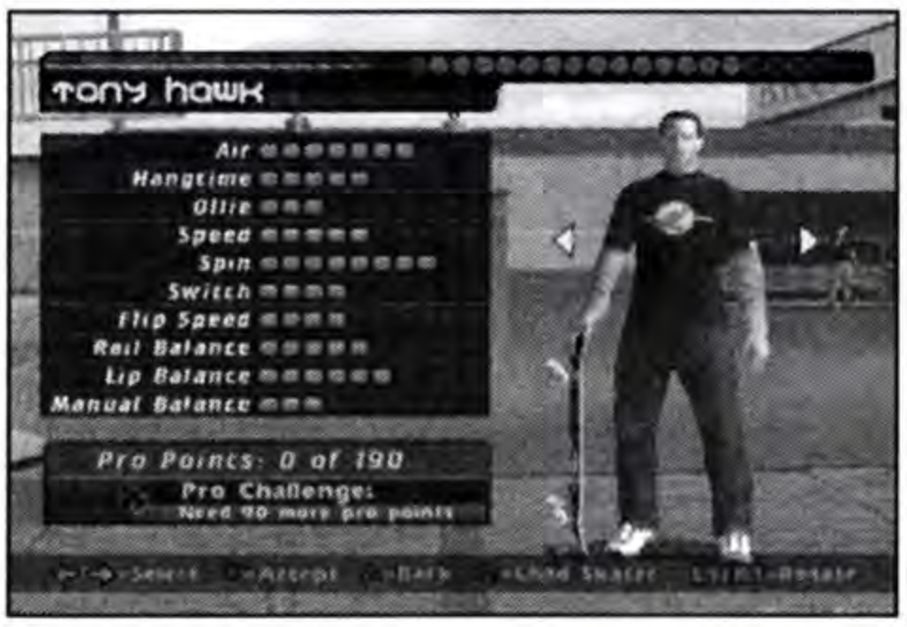
BUILD A PARK

Time to create the skate park of your dreams! Specify the size and name of your park, and start building. You can choose from tons of different pieces.

OPTIONS

This is your one-stop shop for setting all of your preferences and saving or loading your game. You can change the controller configuration, adjust sound settings, check out level records, enter cheat codes, watch movies, setup your network options, or play a new game demo of Activision's "Shaun Murray's Pro Wakeboarder™".

CAREER MODE



In *Tony Hawk's Pro Skater™ 4*, the Career Mode structure has been enhanced from previous versions of the game. When you begin, your skater will start out in "free skate" within the level, meaning that you can explore the level and familiarize yourself prior to beginning your objectives...there will be no time limit, so feel free to skate around as long as you like! You will need to complete goals in each level to progress through the different levels. Eventually, you will want to complete enough goals to attempt your ultimate challenge and become a true pro skater.

VIEWING THE GOALS

There are 16 goals in each level, so you will need to use the "View Goals" option in the Pause Menu to keep track of which ones you've completed.

PRO CHALLENGES

Once you have completed enough goals, you will be presented with your "Pro Challenge," which is the ultimate goal specific to each pro skater. Completing this challenge will unlock additional "Pro" goals throughout all the levels. There are 190 total goals in Tony Hawk's Pro Skater™ 4...so you'll have your work cut out for you!

SPENDING CASH

You will be rewarded cash by completing specific goals and finding cash icons as you explore the levels. If you want to get some reward out of all the cash you've earned, return back to the Skate Shop (Main Menu) and select Spend Cash from the Career Mode menu. You will be able to buy all sorts of goodies from here...new levels, skaters, cheat codes, clothing options, decks and movies! Spend carefully...the more you save, the better the treats you can buy later!

Note: Secret levels contain goals that can be played in Career Mode. If you purchase a Secret level, make sure you try out all the goals you've also unlocked!

MULTIPLAYER MODES

NETWORK PLAY

Hook your PlayStation®2 to the Internet or a Local Area Network (LAN), and play up to eight-player games simultaneously. If you've got Internet access and either a modem or ethernet adaptor, you can challenge skaters around the world.

Note: If you don't have Internet access, you can always play in 2-Player split-screen.

2-PLAYER

Hook two controllers up and you can play against a friend in split-screen action.

MULTIPLAYER GAMES

Trick Attack

The player with the highest score at the end of the time limit wins!

Score Challenge

New to Tony Hawk's Pro Skater™ 4! It's similar to Trick Attack, except there's no time limit and the match ends when the first skater reaches the target score!

Combo Mambo

New to Tony Hawk's Pro Skater™ 4! The player who busts the biggest combo during the time limit wins! Make your combos count, 'cause your highest scoring combo will be your score for the match.

Slap!

This one's easy to explain—the player who slaps the most, wins! When two skaters collide, the faster player stays standing. So bust some tricks to get your Special Meter full, and then start slap smacking those other skaters around!

King of the Hill

There's a crown out there somewhere, and the first player to find it becomes King. While you're King, there will be a crown above your head, and your score—in time—will start counting up. To keep things fair, you'll skate slower while wearing the crown. Slap the King around to steal the crown. The first player to hold the crown for the preset time limit wins!

Tip: Follow the arrow displayed at the top of the screen to locate the crown.

Graffiti

The player with the most "tagged" objects wins! Obstacles are "tagged" with your color by tricking off them. Try to steal your friend's tags by pulling higher scores and bigger combos off the same object.

Goal Attack (online only)

New to Tony Hawk's Pro Skater™ 4! Unlock goals in Career Mode, master them, and then compete against each other to see who can complete all the goals first! The server player selects which goals are active. Race around the level and talk to a judge to activate a goal. The player (or team) who completes all the goals first, wins.

Capture the Flag (online only)

Form teams and then try to capture each other's flags. Find the other team's flag and grab it, then return it to your base for a capture. Your team's flag must be at your base for you to score. If your flag is not at your base, an arrow will point to its location—find the person who has it and slap him to return your flag!

Horse

The old classic "H.O.R.S.E." (or the word of your choice) returns! In this one-on-one best trick contest, nail a trick then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, they get a letter. First one to get all the letters tastes defeat!

Note: The Horse game option is only available in 2-Player mode.

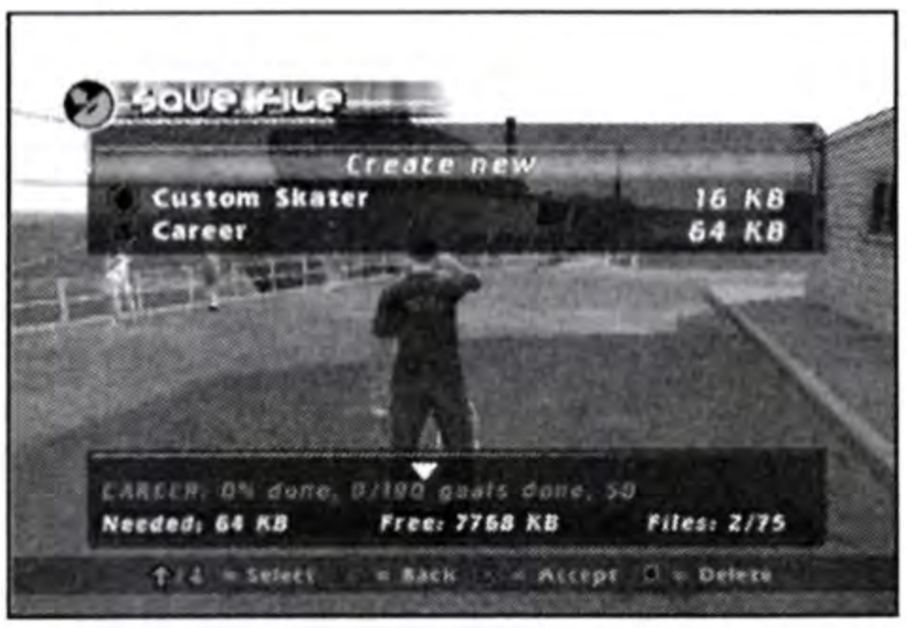
Free Skate

Keep it real with a no-time, no-score, and no-rules session. Skate just like you do on the street, minus the ever-present cops and security guards.

Note: By default, all online games start out in Free Skate mode.

SAVING AND LOADING

To save a game, you'll need at least 80Kb of free space available on your memory card (8 MB) (for PlayStation®2). To check your free memory and/or delete existing games, use the PlayStation®2 Internal Memory Card Manager.



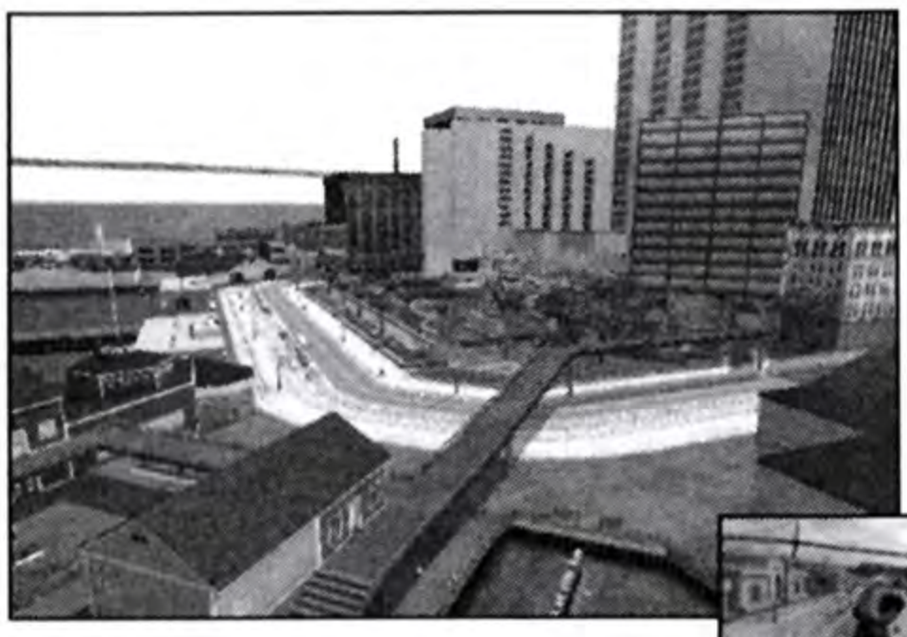
To load a previously saved game, select **Load Game** from within the Options Menu.

INSTANT REPLAY (SINGLE PLAYER ONLY)

If you want to check out some sick combo you've just landed, select Instant Replay from the Pause Menu. You'll see the last minute or so of your run played back for you. Press → on the directional buttons to speed up the playback, press ← on the directional buttons to slow it down. Press the START button to bring up the Replay Menu.

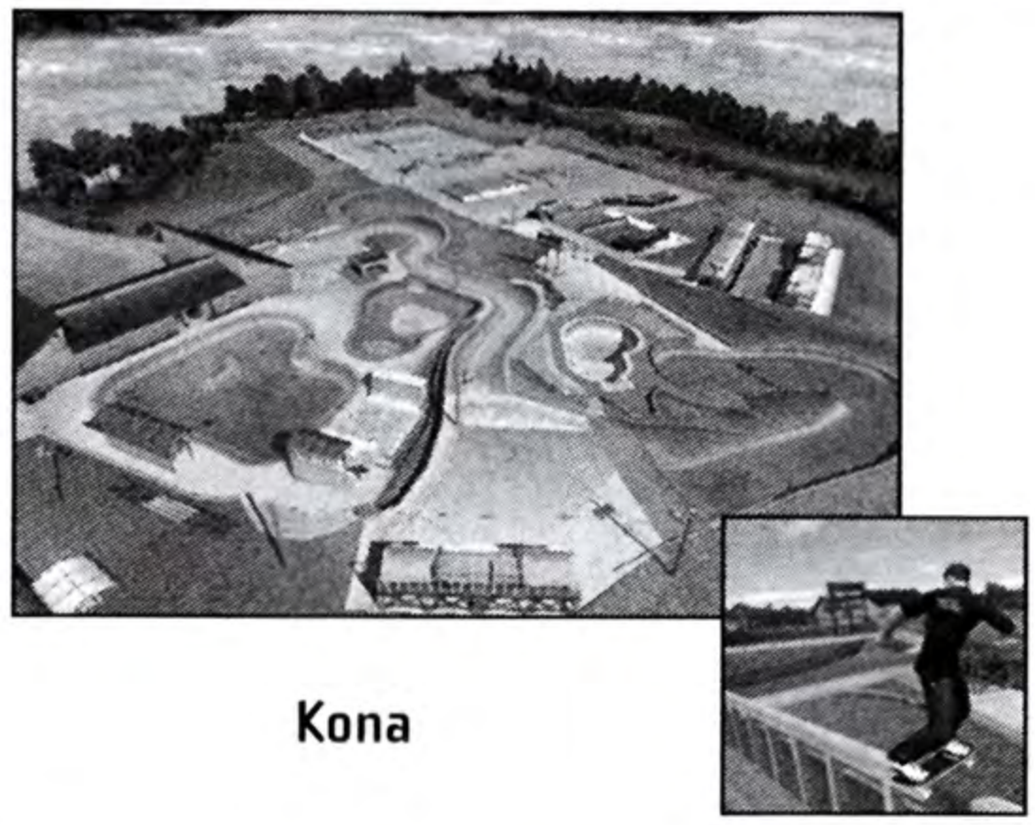
THE LEVELS

College

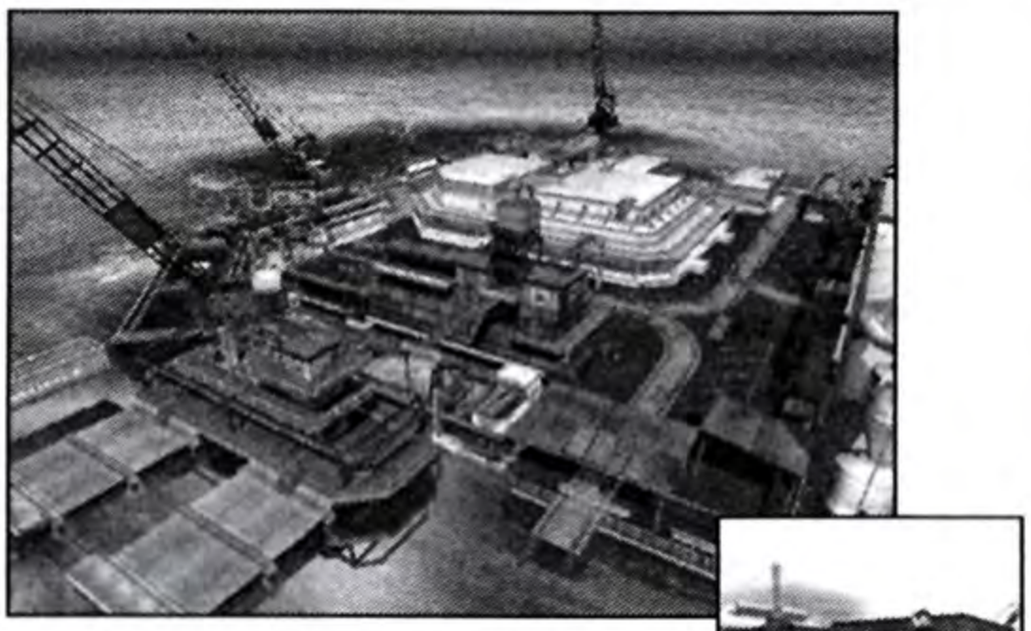


San Francisco

Alcatraz

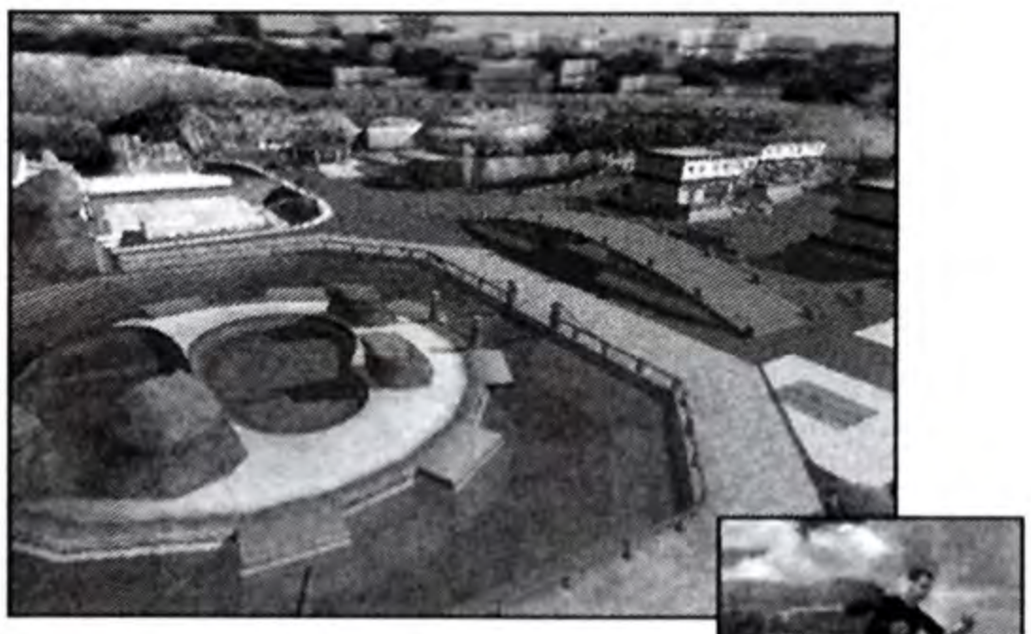


Kona



Shipyard

London



Zoo

THE PROS

Tony Hawk's Pro Skater™ 4 features 14 of the hottest professional skateboarders!

TONY HAWK

Hometown: **San Diego, CA**

Resides: **Carlsbad, CA**

Stance: **Goofy**

BOB BURNQUIST

Hometown: **Rio de Janeiro, Brazil**

Resides: **Sao Palo, Brazil**

Stance: **Regular**

STEVE CABALLERO

Hometown: **San Jose, CA**

Resides: **San Jose, CA**

Stance: **Goofy**

KAREEM CAMPBELL

Hometown: **Harlem, NY**

Resides: **Los Angeles, CA**

Stance: **Regular**

RUNE GLIFBERG

Hometown:
Copenhagen, Denmark

Resides: **Costa Mesa, CA**

Stance: **Regular**

ERIC KOSTON

Hometown: **San Bernardino, California**

Resides: **Hollywood, CA**

Stance: **Goofy**

BUCKY LASEK

Hometown: **Baltimore, MD**

Resides: **Carlsbad, CA**

Stance: **Regular**

BAM MARGERA

Hometown: **Philadelphia, PA**

Resides: **West Chester, PA**

Stance: **Regular**

RODNEY MULLEN

Hometown: **Gainesville, FL**

Resides: **Hermosa Beach, CA**

Stance: **Regular**

CHAD MUSKA

Hometown: **Loraine, OH**

Resides: **Woodland Hills, CA**

Stance: **Regular**

ANDREW REYNOLDS

Hometown: **Lakeland, FL**

Resides: **Huntington Beach, CA**

Stance: **Regular**

GEOFF ROWLEY

Hometown: **Liverpool, England**

Resides: **Huntington Beach, CA**

Stance: **Regular**

ELISSA STEAMER

Hometown: **Fort Myers, Fl**

Resides: **Huntington Beach, CA**

Stance: **Regular**

JAMIE THOMAS

Hometown: **Dotham, AL**

Resides: **Encintas, CA**

Stance: **Regular**

CREATE-A-SKATER

NOTE: Activision Customer Support cannot troubleshoot user-made skaters.

EDIT SKATER

In *Tony Hawk's Pro Skater™ 4* you can create nearly any kind of skater you can think of. Create your own skater—then go online to show off your look!

Note: You cannot change or customize certain items with other items.

EDIT STATS

Stats increase your skater's performance. There are ten types of stats for each skater, both pro and created skaters.

Tip: In Career Mode, stats that are earned can be tweaked and rearranged any way you like. (Default stat settings cannot be changed.) Collect the stat points by completing goals in Career Mode, and increase your stats until all categories are full.

NETWORK PLAY

POWERED BY gamespy

NOTE: By joining an online session, you must leave the Activision controlled environment provided within Tony Hawk's Pro Skater™ 4. While the game's content has been rated for Teen audiences, the content of the game may change due to interactive exchanges. Activision and Sony Computer Entertainment America take no responsibility for content external to the game itself.

Ready to go online and play against opponents around the world? To play online with Tony Hawk's Pro Skater™ 4, you'll need a Network Adaptor® (Ethernet/Modem) (for PlayStation®2) or a supported networking device (see www.activision.com/support for details on which 3rd party devices are supported). You'll also need an ISP (Internet Service Provider).

Note: America Online is only supported through the Network Adaptor® Start-Up Disc that is included with the Network Adaptor (for PS2).

SETUP

The first time you try to go online with Tony Hawk's Pro Skater™ 4, the game will ask you to set up your connection. You can also go to **OPTIONS** > **NETWORK OPTIONS** to install a new network device or change settings.

You will first need to tell the game if you have already set up your connection through the Sony Network Adaptor Start-Up Disc or if you want to configure everything yourself. Select **NETWORK OPTIONS** > **CONFIGURATION** > **SONY NETWORK COMBINATION** if you wish to load your setting from a memory card. You will be prompted to choose a valid Sony Combination File.

Select **MANUAL SETTINGS** if you wish to configure your Network Adaptor or 3rd Party peripheral directly within THPS4.

Once you select MANUAL SETTINGS you will then need to select SETTINGS... to input any details relevant to your connection (hardware used, username, password, phone number to dial, DNS settings etc.). Visit www.activision.com/support for more details.

After you are finished, you should always save your Network Settings for THPS4 by selecting SAVE SETTINGS. This will make sure that the next time you load the game, your new network preferences will be used.

GETTING IN THE GAME

Once your hardware is connected and properly configured, you're ready to go online. Select NETWORK PLAY from the Main Menu and your PlayStation®2 will attempt to verify your network settings.

NOTE: If you can't get past the Main Menu, then your network is not configured properly. Check your hardware, cables, and network settings, and try again.

Next you will need to select the skater you want to play online with. Set your online PLAYER NAME and then select **READY**.

Next, select INTERNET to attempt to play Tony Hawk's Pro Skater™ 4 over the Internet, or LAN (Local Area Network) in order to play against other PlayStation®2 users connected locally on your network.

If playing on the Internet, your PlayStation®2 will attempt to retrieve the Message of the Day. If you see the Message of the Day, then congratulations—you're online with your PlayStation®2.

Next, you will see a message asking you if you wish to establish a GameSpy Profile. Tony Hawk's Pro Skater™ 4 uses GameSpy (www.Gamespy.com) for it's online matchmaking. By establishing a profile and providing GameSpy with your email address, you will be able to track friends online via THPS4's Homie List (see below). Visit www.gamespy.com for details on GameSpy profiles.

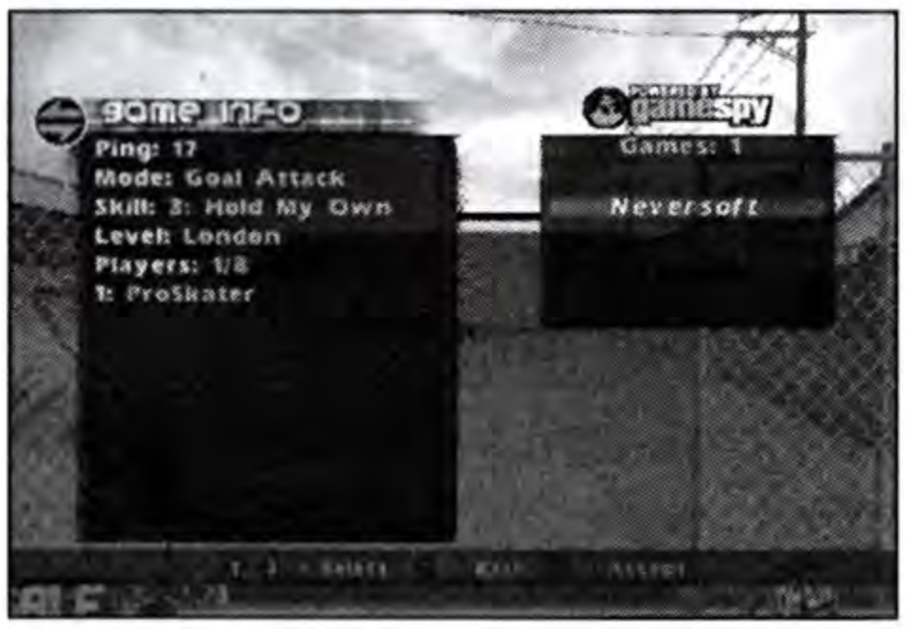
Next, select **PLAY ONLINE** from the INTERNET OPTIONS menu if you wish to immediately play a game.

The GameSpy REGION LIST (not shown in LAN mode) shows the available GameSpy areas that hold Tony Hawk's Pro Skater™ 4 servers. The number to the right of the region name indicates how many servers are online in that particular region.

Once you enter a region, you'll see a list of servers on your right. At the bottom left is the chart window, and to the bottom left is the User List. In the upper left you have the ACTION menu:

- **HOST GAME** – Start a server of your own.
- **JOIN GAME** – Join one of the servers shown on the right.
- **OBSERVE GAME** – Join a server as an observer.
- **REFRESH** – Update the Server List on the right of the screen.
- **USER LIST** – Change focus to the User List, where you can scroll through the list of players in this room. If you have logged in with a GameSpy Profile then you can select a user to add him or her to your HOMIE LIST.
- **HOMIE LIST** – Select this option to see the status of all of your friends already added to your Homie List. The Homie List will show you if your friends are online, and where they're playing.
- **ENTER MESSAGE** – Select this option to type in a chat message that will appear in the Chat Window in the lower left.

JOINING A GAME



If you select Join, the highlight cursor will move to the Server List. As you highlight each server, pertinent information about that server is shown :

- **PING TIME** – The time it takes to send data from your PlayStation®2 to the server. A low ping time means that you have a fast connection to the server.
- **MODE** – The game that is being played, or will be played.
- **SKILL** – Skill Level gives you a rough idea how skilled the players are in a particular server. If set to 1, you'll be playing newbies; 5 is for hardcore *Tony Hawk's Pro Skater™ 4* players only!
- **LEVEL** – The level on which the game is being played.
- **PLAYERS** – The number of players currently in the game. Eight is the maximum.
- **1-8** – The player names of the players in the game will be listed at the bottom of the SERVER INFO menu.

Highlight a server and press the ✕ button to attempt to join that server. If the server has room, the level will load, and away you go!

HOSTING A GAME

If you choose to host a game, you will be presented with the SERVER OPTIONS menu. Once your server is up, other players will see it in the SERVER LIST and can attempt to join it. When starting a server, you'll get the following options:

- **SERVER NAME** – Set the name of your game as it will appear in the server list to other players.
- **LEVEL** – The level you plan to host in (can also be changed at any time once you're in the game).
- **PLAYERS** – The highest number of players you will allow on your server. The max for broadband hosted games is 8, for modem users it's 3. Depending on your connection you can decide what number of players works best for you.
- **TEAMS** – How many teams you want to play with – you can change this once your are in the game.
- **SKILL LEVEL** – Rate your skill level – 1 is for beginners, 5 is for high scoring vets.
- **PASSWORD** – You can password protect your server if you only want people who know the password to be able to join. Leave it empty if you want everyone to be able to join.
- **READY** – Select this when you're good to go and ready to start serving.

FIREWALL NOTE: In order to host, or serve, a Tony Hawk's Pro Skater™ 4 game from behind a router with NAT (Network Address Translation), or a firewall, you may need to enable PORT FORWARDING. You will need to route, or forward, all data on port 5150 UDP (User Datagram Protocol) to the IP address assigned to your PlayStation®2.

Tip: If, for some reason, your PlayStation®2 loses contact with the Tony Hawk's Pro Skater™ 4 GameSpy matchmaker, you will be given an error message and a warning (I.e. "Your game was not posted on GameSpy...."). If you receive this message, then it means your server failed to register with the GameSpy matchmaker and other players will not be able to see it. You can either keep playing by yourself, or QUIT, check your network connection and firewall settings, and start your server again.

PLAYING IN A NETWORK GAME

A Tony Hawk's Pro Skater™ 4 server is hosted by one of the players, and can hold up to eight skaters. If you selected JOIN SERVER to get into the game, then you are considered a "client" to that server. If you selected START SERVER, you're considered the "server" player.

After joining, you will most likely be dropped into Free Skate Mode. During Free Skate, you can cruise around and get a feel for the layout of the level, or chat it up with your fellow skaters.

When the server player is ready to start a game, you will get a notification, and then the game will start. After the game is completed, you will be shown the final rankings screen, and then return to Free Skate.

PAUSING WHILE ONLINE - CLIENT

Once you're in the game it's up to the Server player to start the game—you're just along for the ride. By pressing the **START** button you can access the Client Pause Menu. There are several options listed:

- **CONTINUE** – Return to the game.
- **OPTIONS** – Brings up a sub menu:

  EDIT TRICKS – Change your trick setup. You can only view your tricks—not edit them—if a game has started.

  PRO TRICK OBJECTS – Select this option to see what extra ramps the server has enabled.

  SCREEN MODE – Change to Widescreen mode if your TV supports it.

  SOUND OPTIONS – As in an offline game, you can change music tracks, adjust volume levels, and modify other sound options from this menu.

  SCORE DISPLAY MODE (teams only) – You can toggle the scoring display to show individual scores, or just team totals.

  PLAYER NAMES – Toggle the names above the player's heads on or off.

  AUTO BRAKE – By default, when you pause the game or type a message your skater will stop skating—this is auto braking. You can turn this off if you'd like to keep control of your skater when menus are up—for example if you are playing and a buddy is typing.
- **PLAYER LIST** – See who's in the game and add them to your Homie List (requires a GameSpy Profile).
- **SET CUST RESTART/GOTO RESTART** – Set a point to return to, and then warp back to that point. Only available during free skate.
- **CHAT MESSAGE** – Select this option to use the DUALSHOCK®2 analog controller to manually enter chat messages.
- **OBSERVE** – This option will drop you into observer mode. Note: You will not be able to return to the game without first quitting and playing again.
- **QUIT** – You can exit your game at any time by selecting QUIT.

Tip: Tony Hawk's Pro Skater™ 4 supports a USB keyboard for text entry. To send a quick chat message, press the spacebar or enter key on the keyboard and start typing. Press enter again to send your message.

MENU AVAILABLE TO A SERVER PLAYER

As the server player, you'll be hosting the game and it's up to you to decide which games are played, what the options are, and when they start. You'll be given the same Pause Menu options as the clients (see above), with the following added options:

- **SERVER OPTIONS** – Nearly identical to the options listed when you started the server. From here you can turn teams on and off, change the name of your server, add a password to it, and control whether player to player collision is on or off.
- **CHANGE LEVEL** – Change to a different level. All players in the game will move with you to the new level.
- **PLAYER LIST** – Select a player to add to your Homie List. Or, if they're acting up select **KICK** to boot them from your game, or **BAN** to boot them and not allow them to ever rejoin.
- **SIT OUT** – Select this option if you would like to stop playing THPS4, but you want to leave your server up for the other players to continue to play in. There are two sub options:

  FIRST COME, FIRST SERVE – After you, the server player, is removed from the game, one of the other players in the game will become the new "server" player and will have control over game options, teams, and starting new games.

  AUTO-SERVE – When you leave the game the game will sit and wait for at least two other players to join. When they do, the server will automatically start games for them to play.

NOTE: In both of these modes, for the game to continue functioning for the other players you must leave your PS2 on. You will not be able to rejoin the game as a player until you quit and restart your server.

Tip: You can only serve on levels that you have unlocked....Unlock additional levels by playing offline in Career Mode. As a client, you can join a game being played in any type of level – even secret ones!

TEAM PLAY

If the server has teams on, you can team up and combine scores. There can be up to 4 teams. You can have any number of players on any number of teams—play 2 on 2 on 2 on 2, or 7 on 1—you decide.

When teams are created on the server you will see up to 4 team flags in the level. Skate into a flag to join that team, or skate to a different flag to change teams. You can't change teams once a game has started.

DOWNLOADING AND UPLOADING PARKS

In addition to playing online with THPS4, you can also trade parks online. Select **NETWORK PLAY** > **READY** > **INTERNET** > **DOWNLOAD PARKS** to visit the Neversoft Online Vault. The vault holds all of the created parks that people have contributed. Please see Program Utilities in the Software License Agreement for information regarding the ownership of the parks people have created utilizing the computer code from THPS4. Select a park in the list to download that park to your PS2. You will also be prompted to save that park to a memory card (8 MB) (for PlayStation®2).

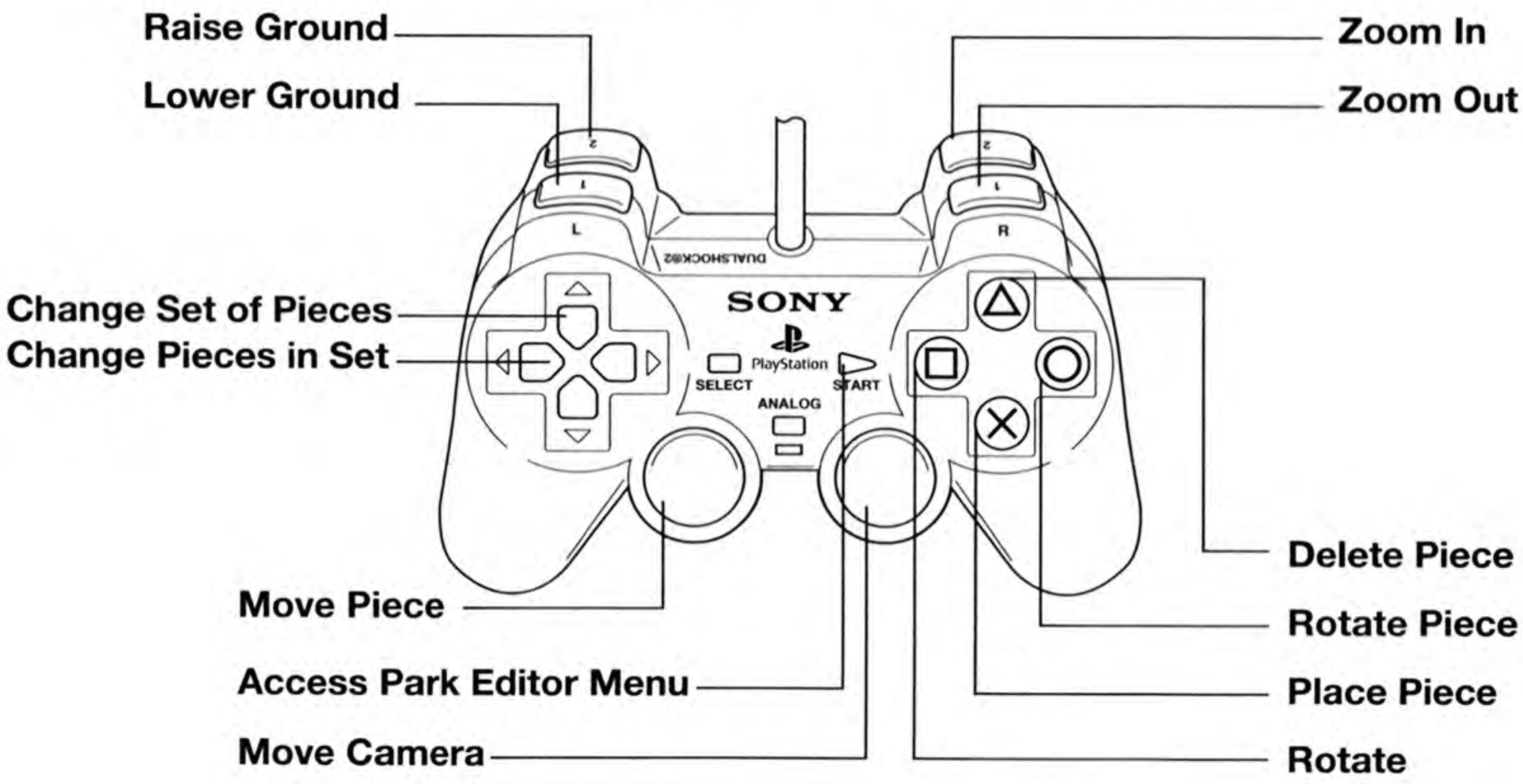
Push left and right on the directional buttons to change categories, and see additional parks available for download.

If you'd like to contribute your created park to the Neversoft Vault, select **UPLOAD PARK** from the INTERNET OPTIONS menu and follow the prompts.

NOTE: If you have any questions about the park you have contributed, send email to parks@neversoft.com. ACTIVISION AND NEVERSOFT RESERVE THE RIGHT TO REFUSE TO DISPLAY OR MAKE AVAILABLE YOUR PARK AT ANY TIME AND FOR ANY REASON AT THEIR SOLE DISCRETION.

3D REAL-TIME SKATEPARK EDITOR

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATION



Tony Hawk's Pro Skater™ 4 has one of the most advanced level editors ever created, letting you use ramps, rails, pools, fun boxes, obstacles and quarterpipes to create dream parks in real-time.

NOTE: Activision Customer Support cannot troubleshoot user-made editor parks.

Basic Controls

The currently selected piece acts as your "cursor" as you use the left analog stick to move the piece around your park. The ○ button rotates the piece and the ✕ button places it down. The △ button will erase any pieces intersecting with the current piece.

Changing Pieces

Use the directional buttons to select pieces. The Up and Down directional buttons allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left hand corner of the screen. Once you've selected a category, the Left and Right directional buttons scroll you through the pieces available in that category. The name of the selected piece is listed above the piece at the top of the screen.

Raising and Lowering the Ground

Use the L1 and L2 buttons to raise and lower the ground beneath the currently selected piece. To raise or lower large areas, choose a large piece, like the "5 Bowl" in the Pools category, then press the L1 or L2 button to raise and lower large sections of your park at once.

OTHER CONTROLS

Pressing the **START** button will bring up the Park Editor Menu.
The R1 and R2 buttons will zoom the camera in and out.

THE PARK EDITOR MENU

While building, press the **START** button to access the Park Editor Menu.

- Continue – Continue where you left off in the park editor.
- Test Skate – Places you in your created park with the last character you played with and allows you to test out your creation.
- Switch Theme – There are two themes to choose from and the theme can be changed at any time. It will not erase or affect the layout of the park.
- Resize Park – Adjust the size of your park.
- Nuke Park – This will totally clear the park so that you can start over...if you must!
- Save Park – Save your park to a memory card (8 MB) (for PlayStation®2). The name you save under will become the name of your park.
- Load Park – Load a preciously created park from a memory card (8 MB) (for PlayStation®2).
- Load Premade Park – Allows you to load a pre-built park included with *Tony Hawk's Pro Skater™ 4*. You can learn a lot about park layout by looking at the included parks, and can erase and rebuild parts of them.
- Quit – This will take you back to the Main Menu.

Tip: To select a different character or to play in a different mode, first Save your park, then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible.

Restart Points

- Player 1 Start - The green object marked "1P" is the Player One start point. This piece will mark the starting point for player one. Only one can be placed in a level.
- Player 2 Start – The red object marked "2P" is the Player Two start point. The Player Two start point works the same way; it marks where the second player will start in a multiplayer game.
- Horse Start – These mark the starting positions in a Horse game. The Player One start point also doubles as a Horse start point. Only six Horse start points can be placed in a level.

- Crown Start – This piece is used to mark where the crown will appear in King of the Hill games. You can place up to six crowns in your level.
- Flag Start – These will indicate where the team flags will be placed in Capture the Flag games (an online multiplayer game).

GAPS

When a difficult jump or maneuver is done over a gap, extra points are earned. Tricking across gaps is the key to getting big scores. A gap can encompass nearly anything – a jump from one ramp to another, a transition across two quarterpipes far away from each other, grinding a long, kinked rail, or even manualing across a particularly tough table.

Creating Gaps

Gaps always link two objects together. In the Editor, use the Gap Tool to select the first piece involved in the gap. Then select the second piece to complete the gap. Each piece of the gap will now have a "gap poly" attached to it. The gap poly looks like a white, wireframe "wall" attached to the piece. In order to achieve a gap in the game, the player must jump through one gap poly, and pass through the other side of the gap poly before landing.

Put the Gap Tool over a piece with a gap attached to it to modify that piece's "gap poly." The ○ button will rotate the gap poly to a different side of the piece. The R1/R2/L1/L2 buttons will modify the dimensions of the currently selected gap. Press the ✕ button to access that gap's Gap Menu.

The gap's name will be shown at the bottom of the screen when a player completes the gap in the game.

Tip: You can always get back to the Gap Menu by placing the Gap Tool over a piece shaded blue and pressing the ✕ button.

You can erase a gap by placing the Gap Tool over a piece involved in the gap and pressing the △ button. This will remove both sides of the gap.

EDIT TRICKS

Note: Activision Customer Support cannot troubleshoot user-made tricks.

While you're hanging in the skate shop, or skating in the game, you can always edit your tricks. Swap tricks around until you find a perfect set to your liking.

To change a trick assignment, select the trick category that you want to edit (Grab Tricks, Flip Tricks, Lip Tricks, and Special Tricks). Select the trick you want to assign to a trick slot, then select the button combination that you want to assign to that trick.

Special Tricks

Special tricks always require at least three button presses. All skaters start out with only four special trick slots, but as you complete goals in Career Mode, you can earn up to seven more slots.

OPTIONS MENU

- Save Game / Load Game – Please see Saving and Loading section of the manual.
- Control Setup – Allows customization of controller settings:

  Vibration – Turn vibration On or Off (defaults to On).

  Autokick – Select On for automatic acceleration of your skater. Select Off for manual acceleration. If turned Off, use the □ button to kick (defaults to On).

  180 Spin Taps – Selecting On will change the way R1 and L1 buttons work in the game. When Spin Taps are active, you need only tap the R1 or L1 buttons to rotate your skater in fixed 180 degree increments (defaults to Off).
- Network Options – Please see the Network Play section of the manual.
- Sound Options – Allows customization of various sound related options:

  Songs – Toggle the soundtrack to play Random or In Order.

  Skip Track – Allows you to skip the current track.

  Playlist – Displays all the music tracks on the soundtrack. You can decide which tracks you want to hear and which you do not.

  Music Level – Adjusts the volume of the music tracks.

  Sound Level – Adjusts the volume of the sound effects in game.
- Taunt Options – Allows the user to customize the skater's taunts. There are four taunts that can be edited (button controls are displayed with taunts).
- Blood – Allows the user to turn the blood effects On or Off.
- High Scores – You can view all of the highest scores in the game. Toggle left and right to see all the levels. Each level has five Best High Scores and five Best Combos, as well as Longest Grind, Longest Manual, Longest Lip, and Longest Combo.
- Cheat Codes – This is where you enter those secret codes from magazines and online fan sites. You don't think we're going to tell you what they are, do you?
- Movies – View all of the movies that you purchase or unlock.
- Shaun Murray's Pro Wakeboarder™ Demo – Play a demo of an upcoming Activision O2™ game called Shaun Murray's Pro Wakeboarder™.
- Credits – See all of the names of the people that made this game possible.

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"Big Shots"
Performed by Eyedea and Abilities
Written by G. Keltgan, M. Averill
Published by Eyedea & Abilities
(p) 2001 RhymeSayers Entertainment LLC
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"Oodles of O's"
Performed by De La Soul
Written by David Jolicoeur, Vincent Mason, Kelvin Mercer, Paul Huston, Tom Waits
Published by T-Girl/Daisy Age Music as administered by Warner-Tamerlane Publishing Corp. (BMI), Six Palms Music Corp. (BMI); Prinse Pawl Musick (BMI), Fifth Floor Music (ASCAP)
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Written by Christopher Martin, Keith Elam
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(p) 1994 Chrysalis
Courtesy of Virgin Records America, Inc.

"Beach Blanket Bongout"
Performed by JFA
Written by Brian Brannon, Michael Cornelius, Mike Sversvold, Don Redondo
Published by JFAMUSIC.COM (BMI)
(p) 1981 Placebo Records
Courtesy of Placebo Records

"Manthem"
Performed by Bouncing Souls
Written by Greg Attonito, Bryan Kienlen, Michael McDermott, Pete Steinkopf
Published by Universal/MCA Publishing(p) 2001 Epitaph/Courtesy of Epitaph

"I'm a Star"
(featuring Grandmaster Melle Mel)
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Verses of Doom" (featuring Jeru the Damaja) Performed by Muska Beats
Written by Chad Muska
Courtesey of 1-2-1-2 Records

"Bodyrock" (featuring Biz Markie)
Performed by Muska Beats
Written by Chad Muska
Courtesy of 1-2-1-2 Records

"Anarchy in the U.K."
Performed by Sex Pistols
Written by Glen Matlock, Paul Cook, Steve Jones, John Lydon
Published by Warner Chappell Music Ltd. (PRS) and Sex Pistols Residuals (ASCAP) as administered by WB Music Corp. (ASCAP), Glitterbest Ltd., Careers-BMG Music Publishing, Inc. (BMI)

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"Express Yourself"
Performed by N.W.A.
Written by Charles Wright
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"Yer Country"
Performed by U.S. Bombs
Written by Kerry Martinez, Duane Peters
Published by World War Music (ASCAP) and Dr Zeuss Music (ASCAP)
(p) 1989 Hellcat Records
Courtesy of Hellcat Records

"House of the Rising Drum"
Performed by Delinquent Habits
Written by Martin/Thomas/Martinez
Published by Memory Lost Music/Keimonti Music/Graveyard Shift Music (ASCAP) as administered by Music of Windswept (ASCAP)
(p) 1999 Station 13 Records, Inc.
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"Death Alley"
Performed by Zeke
Written by Donald Hales, Ronald Pierce, Abe Riggs, Richard Yalowitz
Published by Aces & Eights/Zeke
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"Dig That Groove Baby"
Performed by Toy Dolls
Written by Michael Algar
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"My Adidas"
Performed by Run-DMC
Written by Darryl McDaniels, Rick Rubin, Joseph Simmons
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"Skate and Destroy"
Performed by The Faction
Written by Steve Caballero, Gavin O'Brien, Adam Segal
Published by Tenebrae Music (BMI)
Courtesy of IM Records

"Drunken Lullabies"
Performed by Flogging Molly
Written by Dennis Casey, Matthew Hensley, David King, Nathan Maxwell, Bridget Regan, George Schwindt
Published by 2GF RPM, Inc.
(p) 2002 Side One Dummy
Courtesy of Side One Dummy

"The Number of the Beast"
Performed by Iron Maiden
Written Stephen Harris
Published by Iron Maiden Holdings Ltd. (adm. by Zomba Enterprises Inc. (U.S. & Canada) (ASCAP) and by Zomba Music Publishers Ltd R.O.W.
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Performed by The Distillers
Written by Brody Armstrong
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Performed by The Cult
Written by Ian Robert Astbury, William Henry Duffy
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"Shimmy"
Performed by System of a Down
Written by John Dolmayan, Daron Malakian, Shavo Odadjian, Serj Tankian
Published by Odevil Music as administered by Sony/ATV Tunes LLC
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Performed by Aesop Rock
Written by Ian Bavitz
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"TNT"
Performed by AC/DC
Written by Bon Scott, Angus Young, Malcolm Young
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"Simple Song"
Written and Performed by Avail
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"Savoir Faire"
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"Whenimondamic"
Performed by Lootpack
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"All My Best Friends Are Metalheads"
Performed by Less Than Jake
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Published by Sarcastic Sugar Music (ASCAP)
(p) 1998 Capitol Records, Inc.
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"Freightliner"
Performed by Hot Water Music
Written by Jason Black, Chuck Ragan, George Rebelo, Chris Wollard
Published by Nudie Magazine Day (SESAC), Lockgroove (SESAC), I Like Mine Slow (SESAC), Giterdoneson (SESAC)
(p) 1997 No Idea Records
Courtesy of No Idea Records
From the album "Fuel for the Hate Game"

"Non Compos Mentis"
Performed by Haiku De Etat
Written by Aceyalone, Mikah 9, Abstract Rude, Adrian Burley
Published by Smacked Yak Publishing
Courtesy of Smacked Yak Pure Hip-Hop, Inc.

"Giant"
Performed by Nebula
Written by Mark Abshire, Eddie Glass, Ruben Romano
Published by Volcanic Pineapple
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"By The Time I Get To Arizona"
Performed by Public Enemy
Written by Carlton Ridenhour, Gary Rinaldo, Hank Shocklee
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"Blackball"
Performed by The Offspring
Written by Bryan Holland
Published by Gamete Music Inc. (BMI)
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"Bloodstains (Darkness Version)"
Performed by Agent Orange
Written by Mike Palm
Published by Covina High Music (BMI) as administerd by Peer Music Ltd. (BMI)
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Courtesy of Posh Boy Music

"Bad Dreams"
Composed and Performed by Jai Plus
Courtesy of City Stars

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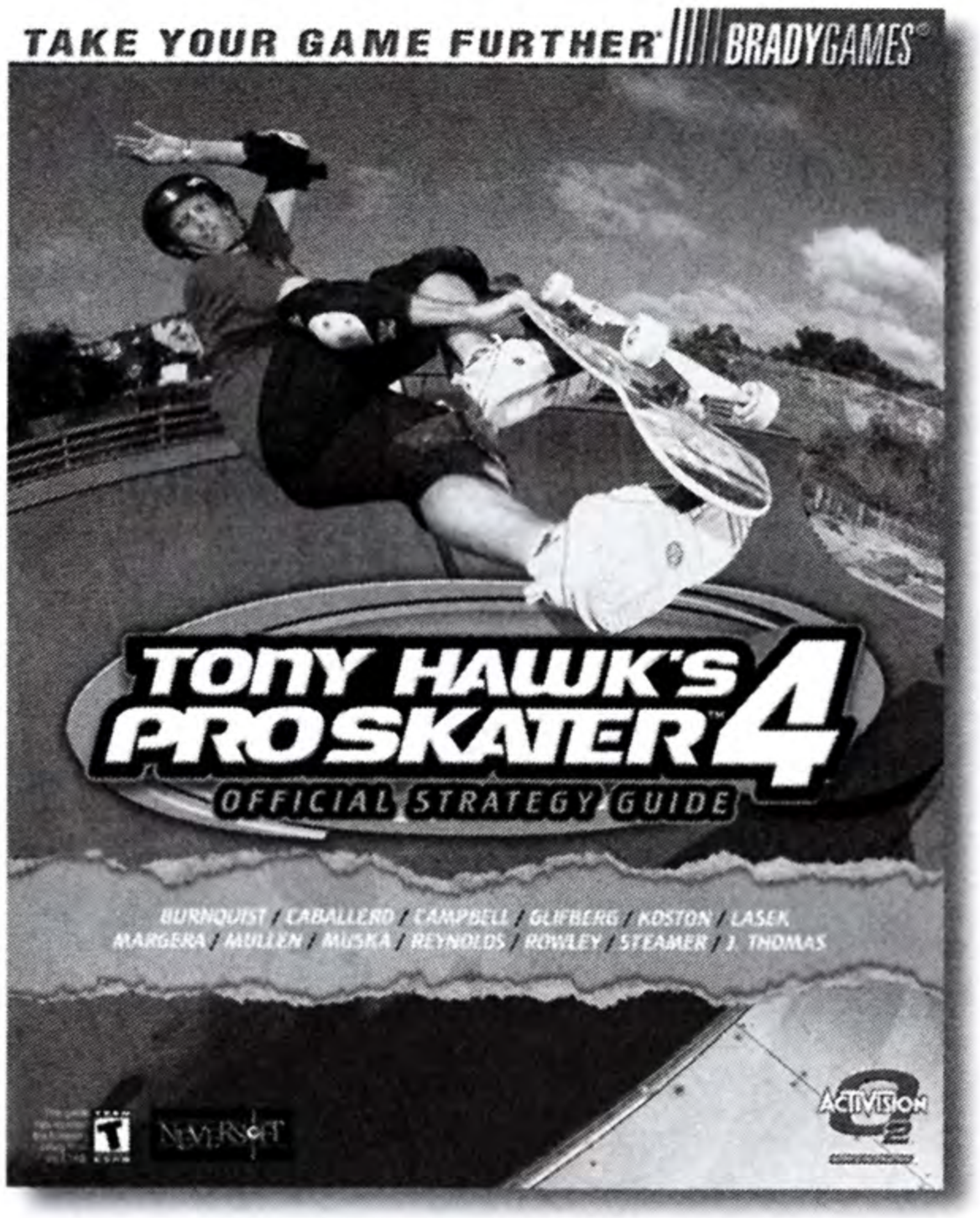

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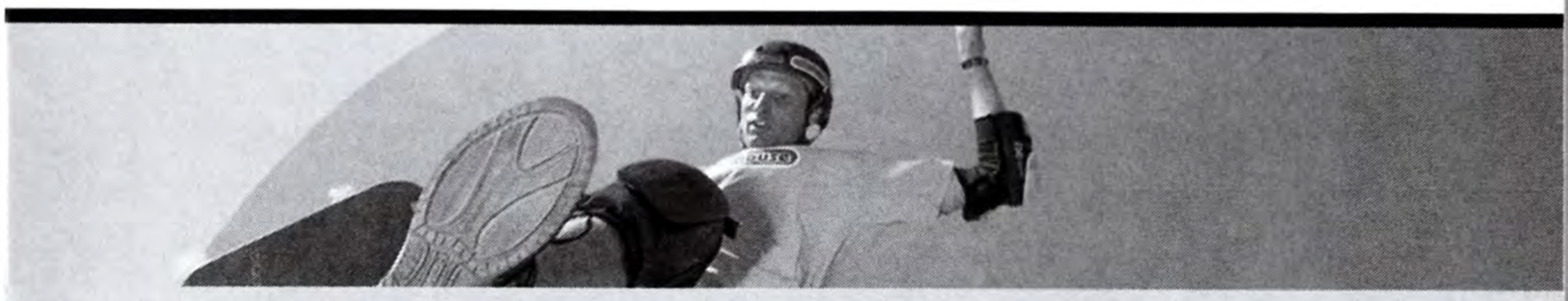

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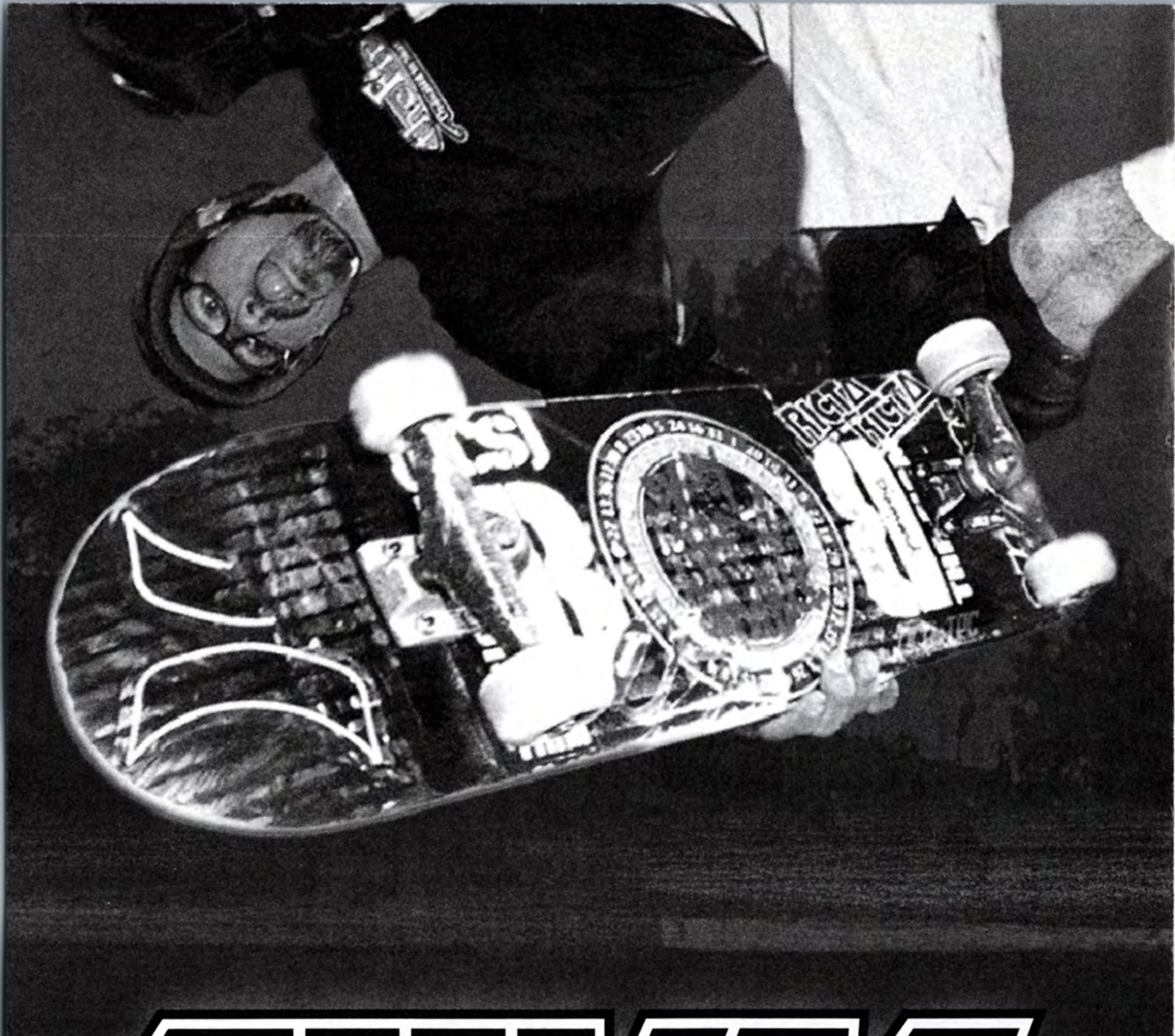

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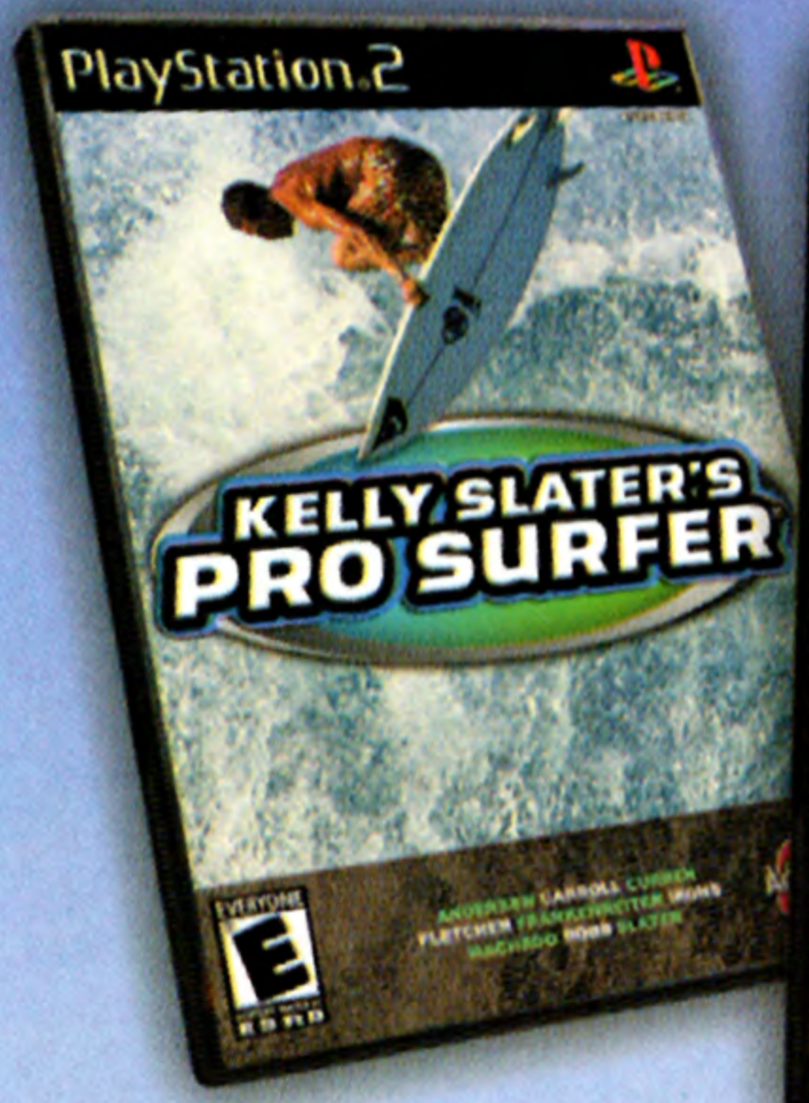

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